CURSOR

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NEWSLETTER of the COMMODORE COMPUTER USERS GROUP (QLD) INC.

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MEETINGS - WHERE & WHEN

MAIN MEETING: Tuesday 2nd June 1987 in the *Bardon Prof. Dev. Ctr. 390 Simpsons Rd. Bardon.* Entrance through Car Park in Carwoola St. Doors open 7pm (library), Meeting starts at 8pm sharp. Library closes at 9.30pm.
****** Program Details not worked out at Press Time ******

WORKSHOP: Sunday 14th June 1987 (1pm - 5pm) in the *Guidance Officers Training Ctr., Bayswater St: Milton.* Bring your programming- or hardware problems, as well as your own computer equipment! Opportunity to copy our Public Domain Disks.
PLEASE NOTE: Workshop Meetings are for MEMBERS ONLY! Ph. Colin Shipley - 38 2511 a.h.

AMIGA MEETING: Sunday 5th July 1987 (1pm - 5pm) in the *Playground & Recr. Assn. H.Q. Bldng., Love St., Spring Hill.* **** Talks on AMIGA BASIC and "C" ****
Amiga Library open from 1.30pm - 2.30pm. Bring your own computer equipment to copy our Public Domain Disks! - Ph. Steve McNamee - 262 1127 a.h.

REGIONAL MEETINGS

CANNON HILL meets on the 4th Saturday of the month (12noon - 12pm) in the Cannon Hill State School. Ph. Barry Wilson - 399 6204 a.h. or Ron Jarvis - 399 6981 a.h.
CAPALABA meets on the 3rd Saturday of the month (1pm - 5pm) in the Capalaba State Primary School. (Redland Education Centre.) Ph. David Adams - 396 8501 a.h.
KENMORE meets on the 1st Sunday of the month (1pm - 5pm) in the Kenmore State School Library. Ph. Peter Reeve - 378 2665 a.h. or Keith Hadland - 378 6698 a.h.
KINGSTON meets on the 2nd Friday of the month (7pm - 10pm) in the Kingston State School. Ph. Peter Harker - 800 4929 a.h.
PINE RIVERS meets on the 2nd Sunday of the month (1pm - 5pm) in the Strathpine High School. (rear entrance). Ph. Bruce Wylie - 359 9779 a.h.
SHERWOOD meets on the 2nd Friday of the month (7.30pm) in the Graceville State School. Ph. Leigh Winsor - 379 2405 a.h. or Philip Parkin - 818 1172 a.h.
THE GAP meets on the 3rd Wednesday of the month (7.30pm) in the Gap State School. Ph. Julianne Fallen - 300 2982 a.h.
WAVELL HEIGHTS meets on the 2nd Tuesday of the month in the Wavell Heights High School (library), Brae St. Ph. Rob Adamson - 266 8353 a.h.

SUNSHINE COAST meets regularly. For meeting times,dates and places: Ph. Harvey Riddle - 071 / 42 1036 or Ph. Vic Mobbs - 071 / 94 1330
MARYBOROUGH/HERVEY BAY meets on the 4th Monday of the month (7pm - 10 pm) in the Sunbury State School, Alice St. Ph. Terry Baade - 071 / 21 2271 (w) or 071/21 5059 a.h.

SPECIAL INTEREST GROUPS

PRIMARY EDUCATION SUB-GROUP meets on the 3rd Tuesday of the month (7.30pm) in the Aspley State School. Ph. Bill Weeks - 208 8620 (work) or 341 2823 a.h.
PROGRAMMING SUB-GROUP meets during the Main Meeting in our Club Rooms.
Ph. Jim Vick - 345 1878 a.h. or Tom Kelly - 277 9900 a.h.
CP/M SUB-GROUP meets during the Main Meeting in our Club Rooms.
Ph. Steinar Johansen - 207 3065 a.h.

PLEASE NOTE: COPYING OF COMMERCIAL SOFTWARE IS *NOT ALLOWED* AT ANY OF OUR MEETINGS!!!

Do you want to form a Sub-Group in your District?
Contact our Sub-Group Coordinator, **Terry Steer** (Ph. 808 2424 a.h.) for details.

EDITOR'S NOTES

A Dilemma

I have just received the first letter of a C-64 user who voices his reservations about the amount of space devoted in this newsletter to Amiga articles. I have also heard that a certain percentage of our Amiga members are unhappy with the fact that our newsletter is mainly devoted to matters pertaining to the C64 and the C128. This could well be the source of a lot of dissatisfaction, and a solution has to be found.

When the management committee decided in May 1986 to form a separate Amiga Sub-Group it was felt that, despite the fact that the Amiga was radically 'different' from existing Commodore computers, it still had a place within our Group's structure. Because of these substantial differences we also decided there and then that Amiga meetings would be a separate affair. The very obvious advantage for this new group was that an existing management structure was in place (as well as a solid financial foundation), thus requiring the bare minimum of 'officialdom' for the new group. So far so good. Steve McNamee was 'the new boy on the block' who was prepared to take on the role of coordinator of the Amiga sub-group. Steve had never owned a Commodore computer in his life (he has a CP/M background) but, like many of the other new Amiga owners, had purchased the Amiga for its many features and potential. As Steve has a very good understanding of the internal workings of the Amiga he has proved to be a tower of strenth in this sub-group. From the management committee ranks Lester Bennett and myself joined the ranks of Amiga owners - Lester uses his Amiga in a professional capacity and I bought my Amiga because I believed (and still believe) that my C-128 is the last of the line and will only have a limited lifespan. In due course we were joined by quite a few other C-64 and C-128 users who 'took the plunge', so that at this point in time there are some 75 Amiga users in our group. We now have a small library in place (run by Geoff Black), an assistant sub-group coordinator (Bruce Wylie), plus a small band of other willing workers. Existing accomodation problems for the Amiga group will hopefully be resolved in the near future. Without too much crystal ball gazing it is anticipated that by the end of this year there should be some 150 Amiga members.

At about the same time that we decided to form our Amiga group, some other Amiga owners decided that they would form their own separate Amiga users group. As several members of their executive are also members of our group I can only regret this decision, because it is such a waste of resources and talent. When we asked for members to come forward to form the nucleus of our new Amiga sub-group's committee, no members of this group came forward to offer their services, thus it must be assumed that there was something about us that they didn't/don't like. Whatever the reasons I abhor this utter waste and useless duplication.

So back to my dilemma. I suspect that one of the reasons why the other group is in existence is the fact that they do produce an Amiga-specific newsletter, and thus their members don't have to read a lot of '8-bit stuff', just to find a few pages of Amiga information, and this is a perfectly legitimate reason of course. However our Amiga membership stands currently at only 10% of total membership (although rising all the time), hence I have to strike a balance between these conflicting interests.

One option of course would be an entirely separate Amiga newsletter, but that would increase my own workload rather dramatically, and than there are additional problems of distribution, postal registration, overheads etc. Yet this seems to be the only logical solution. Perhaps a special "CURSOR - AMIGA EDITION"?

Please let us have your views; an urgent solution will have to be found soon.

Ralph De Vries

commodore COMPUTER

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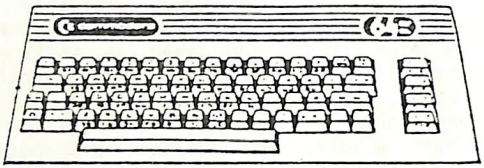

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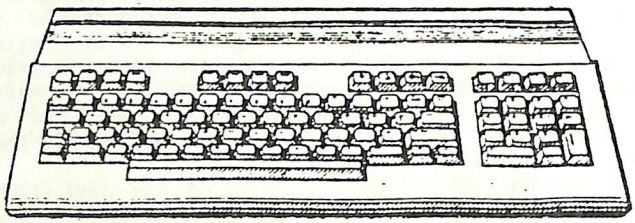

PROFESSIONAL
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FAST TURNAROUND

ALL WORK CARRIES OUR 90-DAY WARRANTY!
SEE US FOR EFFICIENT AND COURTEOUS SERVICE!
SPECIAL RATES FOR USER GROUP MEMBERS!

==========

RANDOM BITS

AMIGA MEETING (26th April)

This meeting was very well attended, but was marred by the lack of tables (again). The Committee is looking for alternative accomodation to overcome these problems, and details of this search can be found on page 11 of this issue.

Steve McNamee gave a demonstration of his 'SideCar', and our b2eginners session was given by Rod Palmer who was quizzed about the ins-and-outs of Amiga DOS. We hope that as a result of this talk many more members will take the plunge and start to explore the mysterious 'innards' of the Amiga.

MAIN MEETING (12th May)

At this meeting Greg Perry gave an outline of the relocated Bulletin Board System (see page 18 for details), and then proceeded with a quick run-down of the three new GEOS packages which the Group purchased recently. The general concensus seems to be that these packages are too expensive for the features which they offer.

A panel of three 'Printer Experts', namely Rob Adamson, Jon Kalkman and Lindsay Whipp, outlined some of the tricks and problems associated with Commodore and Commodore compatible printers. They also attempted to answer some questions from the floor, but in the end were beaten by the clock. A lot more time would have to be devoted to this subject to do it justice.

PRICE REDUCTION

Due to continuing falls in disk prices the committee has decided to reduce the price of Public Domain Disks to members.

5,25" Disks will now cost $3.00 each and Postage and Package costs will be $2.00 for quantities of 1 to 5 disks.

3,5" Disks for the Amiga will now cost $6.00 each, with Postage and Package costs at $2.00 for quantities of 1 to 5 disks.

These price reductions will benefit our country members in particular.

AMIGA GROUP

We are pleased to announce that **Bruce Wylie** has been appointed as Assistant Coordinator of the Amiga Group. Bruce, as most of you will know, is also the Sub-Group Coordinator of our Pine Rivers Group.

TECHNICAL COORDINATOR

It is with great pleasure that we can now confirm that **Greg Shea** has been appointed as successor to Roger Haigh in the position as Technical Coordinator. Greg is from the ranks of 'Telecom', who have supplied a steady stream of members with a high degree of technical expertise, which is always welcome in a group like ours.

A CORRECTION

In last month's article on Colour Monitors it was stated that the 1081 (Amiga) monitor was suitable to be used with both the Amiga (RGB Analogue) and C-128 (RGBI Digital). We failed to mention that it can also be used with C-64's in the Composite Video mode, thus making this monitor compatible with <u>every</u> Commodore computer, although the connectors are different from those used on other Commodore monitors.

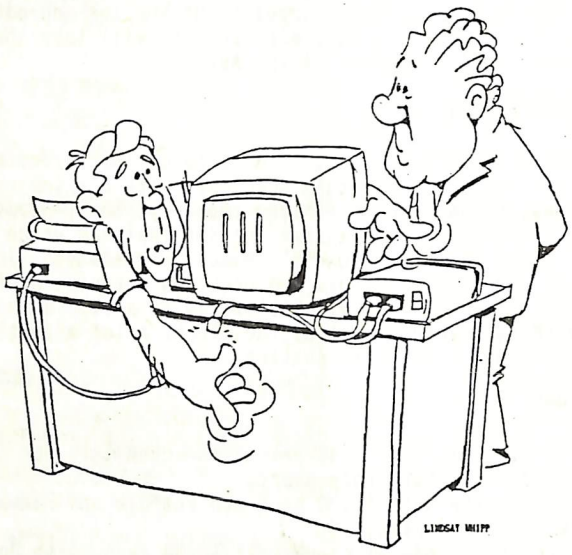
WOULD YOU BELIEVE IT?

In the April '87 issue of the "Australian Commodore Review" there's a page called 'Hacker's Hotline'. We quote the following words of wisdom from this page:

*"A disk file with an asterix (eg. *PRG) is known as a Splat file, and is generally of no use to anyone, so scratch them before they cause trouble."*

This is the most dangerous bit of nonsense we've read for a long time!

Splat files are **NEVER** scratched, as this can be the cause of further disk corruption! The only way to get rid of a splat file is by **VALIDATING** the disk.



I PUT MY PRINTER INTERFACE INTO 'TRANSPARENT MODE' -
NOW I CAN'T FIND THE BLOODY THING....

CHEAP RIBBONS

One of our members, Roy Owen, tells us that a company called 'Dial A Ribbon' (Ph. 38 6964 - 331 Waterworks Rd. Ashgrove) sells some very reasonably priced ribbons, e.g. Ribbons for MPS1000/GX-80 at $7.90 each. Might be worth checking out.

JUST ARRIVED

Today (12th May '87) the first Amiga 500 has been spotted in a Commodore dealer's showroom. This is a sample only, but they will go on sale at the end of May.

WANTED

Apparently our President has received some complaints about the lack of specific C-128 articles. Your editor does not know the identity of the 'complainants', but my answer to them is: "Get your finger out and write some bloody 128 articles, and if you can't write articles send in some questions on your 128 problems."

GOODS & SERVICES

PUBLIC DOMAIN DISKS (C-64 & C-128) - $3.00 ea (+ $2.00 Postage for up to 5 Disks)
PUBLIC DOMAIN TAPES (C-64) - $2.00 ea (+ $1.00 Postage Per Order)
BLANK DISKS 5,25" (DS/DD) - $18.00 per 10 (+ $2.00 Postage) - [No Libr. Case]
MULTI-COLOURED DISKS 5,25" (SS/DD) - $18.00 per box of 10 (+ $2.00 Postage)
COLOURED DISKS 5,25" (DS/DD) - $22.00 per box of 10 (+ $2.00 Postage)
DISK BOXES (hold 90 5,25" disks) - $20.00 ea (+ $5.00 Postage)
PUBLIC DOMAIN DISKS FOR AMIGA 3,5" - $6.00 ea (+ $2.00 Postage for up to 5 Disks)
BLANK DISKS FOR AMIGA 3,5" - $40.00 per 10 (+ $2.00 Postage) - [No Libr. Case]
DISK BOXES for 3,5" disks: *Temporarily Unavailable*
"PUBLIC DOMAIN BOOK" (for C-64) - $5.00 ea (+ $1.00 Postage)
"STARTING WITH DISK DRIVES" (for 1541 owners) - $2.00 ea (+ $1.00 Postage)
"C-128 MEMORY MAP" - $2.00 ea (+ $1.00 Postage)
"AMIGA DOS SUMMARY" - $3.00 ea (+ $1.00 Postage)
TURBO-ROM for C-64 or C-128: Members Price - $40.00
Customised Version (Your choice of Screen Colours + Your Name on Screen): $45.00
AMIGA SPECIAL PRINTER CABLE - $25.00
USER PORT PLUG (with Key Way) - $8.00 (+ $1.00 Postage)
USER PORT PLUG BACKSHELL - $3.00 (+ $1.00 Postage)
USER PORT to CENTRONICS CABLE - $35.00 (+ $1.00 Postage)
ADDRESS LABELS (23 x 89 mm) - $14.00 per 1000
RIBBONS for MPS-1000, GX-80, LX-80 PRINTERS - $8.00 ea (+ $1.00 Postage)

ADDRESS all orders to P.O. Box 274 - Springwood - QLD - 4127
Cheques to be made out to: C.C.U.G. (Q) Inc.

UPGRADE CHARACTER EPROM for 801/1525 Printers. - (Gives descenders on p,g,q,y and j.)
(Also requires exchange of ROM chip.) - Supplied & Fitted $30.00
UPGRADE EPROM to convert 1526 Printer to 802 Printer - $20.00
Contact Lester Bennett on 800 1243 before 8pm on weekdays for more details.

Available for Hire to Members only: 1526 Commodore Printer
For details contact John Van Staveren on 372 3651 (after hours)

COMPUTER ADDITIONS
by Anthony Thyssen during Milton Workshop Meetings. If this is not suitable contact Anthony on 371 1233 to arrange installation at his Taringa premises.

SERVICES OFFERED

RESET BUTTONS: $6.00
RESET RE-ENABLE: $6.00
[Tap reset switch while pushing this button to reset a protected program.]
DEVICE NUMBER CHANGE: $6.00
C-64/128 COMPUTER SELECTION SWITCH: $6.00
TURBO ROM INSTALLATION: C-64 with Socket or C-128 $6.00
C-64 without Socket or C-128D $10.00
WRITE PROTECT SWITCHES: $6.00
WRITE ENABLE SWITCHES: $6.00

The Following Items To Order Only:

SERIAL SWITCHING BOX: $14.00
SERIAL PORT DOUBLER: $14.00
EXPANSION PORT PLUG: $10.00
CAPACITANCE METER BOARDS: $14.00
RAM CARTRIDGE - 8 KByte: $40.00, 16 KByte: $55.00

THE ICEBERG PRINCIPLE

by Lindsay Whipp

I get the feeling that I'm sitting on an iceberg. It's not because my bum is cold, although it is. Anyone sporting a posterior of proportions as ample as mine, and in the habit of hanging it over the side of a catamaran at this time of year should expect no less. No, I get this feeling because I have just finished looking at yet another "New Breed" of printer. Commodore interfaced and boasting the full complement of bells and whistles... well, a bell anyway. Although I wouldn't be surprised to be asked to review a new printer which whistles while it boils the water for your coffee... they're getting very smart indeed.

The Star NX-10C is the latest offering from Star Micronics and, in the venerable tradition of the Star/Gemini series with which many Commodore users are familiar, is built like the brick proverbial, offers most of the whizz-bang features, and performs very tidily. A very satisfactory printer.

The absence of Italics, Proportional Print, and NLQ while in either Elite or Condensed modes, is compensated for by the excellent manners of the machine. Those of you who follow my tirades about printers will remember that "add-on" tractor feeds are a pet hate. The tractor feed mechanism on the Star NX-10C is built-in, solid, works reliably and without drama, and is situated before the roller platen (from the paper's point of view.). This is such an excellent design point that it's hard to over-emphasise its importance. The top of a sheet of paper feeds through the tractor drive, then around the platen, and only then encounters the print head, which means that printing at the top of a form is possible without the need for a "waste" she... preceding it. This opens the way for individual sheet feeding and form filling on printed stationery such as invoices. A single sheet feed tray is provided and an excellent motorised sheet feed is, once again, built in.

Back to icebergs. The "new breed" of printers are those which offer the sort of features previously found only on Epson and similar makes, but which were available to Commodore users only by using an interface. These printers are now becoming available in increasing numbers fully Commodore interfaced. The tip of the iceberg.

History lesson: Before ASCII (American Standard Code for Information Interchange) became the world standard set of codes for "talking" to printers, modems, and other periphiral devices, Commodore had committed itself, on the PET series of computers, to a modified version of ASCII - known now as Commodore ASCII. It's easy, in retrospect, to see that when the VIC-20 came along, Commodore should have bitten the bullet and converted to true ASCII, but they didn't. The legacy of this indecision is that Commodore users, by far the largest single-make group in the world, are out of step with the rest of the computer world. Commodore computers can't talk to Epson printers or IBM drives or Apple modems. But strength, they say, is in numbers. Printer manufacturers are starting to make machines to understand Commodore Gobbledegook. We are all sitting on the tip of an iceberg, and it's rising. I don't mind the cold bum.

The Star NX-10C is a fairly large, very solid machine with a row of touch-sensitive buttons on the front panel. It looks as if it's designed to withstand the worst you can throw at it! Preselection of print modes is possible by powering up the machine while holding down one or more buttons. But, for most Commodore programs, the machine is "Commodore-ready" and will behave just like an MPS 801/803. This, unfortunately, means the standard 60 dpi (dots per inch) resolution. Thus, "Geos" or other graphics programs deliver a slightly horizontally enlarged image compared with printers capable of the finer 80 dpi resolution, but, let's face it, you can't have absolute Commodore compatability and eat it, too!

Unlike Commodore machines, however, this printer can deliver NLQ, Pica/Elite fonts, Expanded, Reverse, Condensed, Underlining, Bold (when in draft mode), Super/Subscripts, and four separate character sets including German, French and Spanish - all in Commodore mode. This two-edged sword of Commodore compatability coupled with extended features means, for instance, if using "Easy Script", that you must select the CBM printer selection in order to send Commodore Gobbledegook, but the CBM printer driver supports only the standard Commodore features - reverse and enlarged. Any extra features must be defined with each document. The "new breed" are a powerful reason for upgrading to a word processor which supports custom printer drivers. I have tailored a driver for "Superscript" and have successfully accessed all the features of this machine.

Reliable friction-feed for skew-free single sheet printing, a conventional but pleasantly formed character set from a nine-pin dot-matrix head, reasonably quiet, fast operation, and a comprehensive, easy-to-read manual add up to an impressive package.

The Star NX-10C is a solid, well-built, reasonably full featured printer which can be used for both graphics and word processing, and boasts an excellent paper-feed mechanism. Not as impressive (to me...) as, say, the MPS 1200, but deserving of recommendation. However, at $621 (including tax), it is more than $100 dearer than its current competitors.

Review machine kindly supplied by Computer Business Aids, Upper Mount Gravatt.

This is a sample of NLQ Pica type from the Star NX-10C.

This is a sample of Draft Elite type from the Star NX-10C.

This is Expanded type (Pica).

This is Expanded type (Elite)

In ascending order, the six "pitches" of print, which are achieved by varying the combinations of Pica and Elite with Condensed, Enlarged, and Condensed/Enlarged, are:

Pica Compressed - 17 cpi....136 cpl.

Elite Standard - 12 cpi....96 cpl.

Pica Standard - 10cpi....80 cpl.

Pica Compressed/Enlarged - 8.5 cpi....68cpl.

Elite Expanded - 6 cpi....48 cpl.

Pica Expanded - 5 cpi....40 cpl.

Compression (or NLQ) of Elite is not possible, so this rules out Elite Compressed and Elite Compressed/Enlarged.

The alternative character sets include German (ä ü § ß), French (é è à ¨), and Spanish (₧ ¨ ~), as well as "Commodore normal".

TO MODEM OR NOT TO MODEM - THAT IS THE QUESTION

by Jim Vick

For some time I steadfastly refused to be involved with modems, my argument being I don't need one and would not find the use for one if I did buy one. But of course time changes all things and I did end up buying a modem, even though, when I bought it, I was not realy sure if I had done the right thing or not.

Well several months have passed and I am beginning to see the use of the beast, my first argument against a modem still holds true I supose, if I did not have it then I would still manage to do all the things I did before. But what it does, is open up a new facet of computing - I would say it is probably similar to when I first started into computing with a C64. I had managed OK with a datasette but when I bought the disk drive I thought: "Great, this is a major step forward", and I guess the modem is, or could be regarded as another step forward, certainly not as important as a disk drive but useful in a way that is much more subtle.

What a modem does is allow you to communicate with other computers and here is the big thing, they dont have to be Commodores! This may come as a shock to some members but there other people out there just like us who also own computers but through no fault of their own bought strange brand names such as Amstrad, Tandy, Texas, IBM and all its clones, Apples in various sizes and the list goes on and on. Now these people dont realize that they don't own real computers and want to be able to communicate with the world, by which I mean Commodore. The modem allows a common denominator of communication so that all computers become equal in the eyes of Telecom.

So how do you go about this communication thing? The easy way to start is to access one of the various bulletin boards around Brisbane of which there about fifteen in operation that I know of, and via the bulletin board which is a remote computer usually with a hard disk drive, and a special program that allows you to control the various functions via a menu systen, you are allowed to access the functions which the bulletin board has available. These can range from uploading programs, downloading programs, leaving messages (called electronic mail)to other people who use the bulletin board, receive messages left for you, again by other users of the bulletin board and so on. This method of communication is relatively cheap, in fact it is cheaper to send a note to a friend in this way than post a letter, the bulletin board only costs the price of a single local phone call, against the price of a stamp.

Then there are the major bulletin boards such as Viatel that cost more but have much more to offer in the way of facilities and allow the interaction on a nation wide scale, with information on virtually any subject you wish to choose. Say you wish to find the cost of a plane trip to Cairo, when the planes leave and how much it will cost - the information is there. If you wish to advertise your business this can be done and if you want to leave a message to a friend in Perth, again no problem at all. The charges for this type of facility are a local phone call for the connection fee and six cents per minute while on line plus, if you download a program, there will be a cost from two dollars upwards. Certainly it costs more than the humble local bulletin board which only costs you a local phone call and allows you to be online for up to two hours but, if you have the use for it, a powerful tool indeed.

The other method of use is via the modem directly to a friend who need not have a Commodore but can be using any type of computer with the modems allowing the interaction. A typical use: at our Users Group meeting several months back a demonstration was given on the Citizen 120D printer and the printer file for Superscript that Lindsay Whipp had put together was shown. Now a friend of mine who lives over the road had just bought a 120D printer and was having trouble with Superscript so I asked Lindsay if I could have a copy of the printout of the printer file which he kindly gave me. I took this home and gave it to my friend who typed it in, but try as we might, it just would not work, so I rang Lindsay in desperation and said "Where do you live? We will drive over and get a copy on disk". Lindsay's reply was "Do you have a modem? If so I will send it to you". Within five minutes I was back over the road with a working copy of the printer file and all was well. As it turned out Lindsay lived on the other side of Brisbane and would have been about an hours drive away. I know this is not going to happen all that often but to have the facility available is very nice.

Last month Jon Kalkman and myself did a review on the Netcomm Modem and the terminal program GP Term. Our method of putting this together was that Jon started it off, and then sent via the modem his rough draft with which I played around and then sent back, again via the modem. We continued in this way until we were both happy with the finished product which I then dispatched off to Ralph for inclusion in the newsletter.

To summarise, I guess if I had not bought the Modem I would still be happy, but it certainly does open the world up to a humble home computer and allows one to communicate where previously no communication was possible.

---ooOoo---

B Y T E S

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FOR SALE

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Commodore VIATEL Adaptor - $100.00

Contact Michael Hayes on (07) 262 6039 (any time)

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I M P O R T A N T A N N O U C E M E N T F O R A M I G A O W N E R S !

****

Because of continuing problems with furniture in the meeting rooms in Milton we have managed to secure alternative accomodation for our monthly meetings.

Our new meeting rooms are in: **Playground & Recreation Association Headquarters Building in Love Street Spring Hill.** Meetings will be held on the **1st Sunday of the Month!!!** There will be no meeting in June, as the first meeting in the new premises will be on Sunday 5th July, 1987 from 1pm - 5pm.

G E M

by Paul Blair

You've all got one. Some have even more. And they all take up oodles of disk space that could be put to more useful ends. I'm talking about the disks put out by COMPUTE! to go with their Gazette, of course. I got a bit fed up with all this, so simply did a bit of selective copying to consolidate them together.

But that left me without the benefit of the simple menu system, and forgetting which file I should use to kick something or other into action. Aha! Why not fix the "CONTENTS" files to reflect all the program files on the disk?

This short program (which is even shorter if you don't go in for the opening and closing screens) does it for you. Well, it creates a new index, you still have to do the copying. Sorry guys, wrong office.

It's all in Basic 2.0 for universal use. If you have a C=128, add "FAST" to the start of line 170.

```
100 REM: PRG TO CONSOLIDATE CG CONTENTS FILES
110 REM: FOR EACH OF C=64 AND C=128
120 REM: DUPLICATES ARE DETECTED.
130 REM: PRG DOES NOT COPY FILES
140 REM: -THATS DO IT YOURSELF STUFF.
150 REM: PAUL BLAIR 0487
160 :
170 DIMNA$(200):R$=CHR$(13):GOSUB470:OPEN15,8,15
180 PRINT"[CLS][DN] GEM: PRESS 1 FOR C=64, 2 FOR C=128"
190 GOSUB450:A=VAL(Y$):FI$="64 CONTENTS":IFA<1ORA>2THEN190
200 IFA=2THENFI$="128 CONTENTS"
210 PRINT:PRINT" INSERT FIRST CG DISK, PLEASE":GOSUB440
220 PRINT"[DN] READING "FI$:B=-1:GOSUB410
```

Each original index stores: the month, the number of files, then two arrays- the descriptions to be put onto the screen display, and the actual program names used to load in the chosen program. We will grab the month details (M0$) for later use, and read the two arrays into one (NA$) for simple programming.

```
230 M$=LEFT$(M0$,3):P=B
240 PRINT"[DN] INSERT NEXT CG DISK, PLEASE":GOSUB440
250 PRINT"[DN] READING "FI$:GOSUB410
260 M$=M$+"-"+LEFT$(M0$,3):W=B
```

We don't want duplicate entries (there is a lot of repetition of files on CG disks!) so we scan through the index and wipe 'em out. Much tidier all round.

```
270 V=P+2:PRINT"[DN] CHECKING DUPLICATES..."
280 FORA=VTOBSTEP2
290 FORY=1TOPSTEP2:IFNA$(Y)=NA$(A)THENNA$(A)="":NA$(A-1)="":W=W-2
300 NEXT:NEXT:NU=(W-1)/2
310 PRINT"[CLS][DN] TIME TO WRITE THE NEW INDEX.."
320 PRINT"[DN] INSERT THE DISK TO STORE THE NEW FILE":GOSUB440
330 PRINT"[DN] RENAMING OLD INDEX FILE NOW"
340 C$="R0:X"+FI$+"="+FI$:PRINT#15,C$
350 PRINT"[DN] WRITING NEW FILE":OPEN3,8,3,"0:"+FI$+",S,W"
360 GOSUB620:PRINT#3,M$R$NU
370 FORX=0TOB:IFNA$(X)=""THEN390
```

```
380 PRINT#3,NA$(X)
390 NEXT:CLOSE3:GOSUB620:CLOSE15:GOSUB650:END
400 :
410 OPEN2,8,2,"0:"+FI$+",S,R":GOSUB620:INPUT#2,MO$,NO
420 B=B+1:INPUT#2,NA$(B):M=ST:PRINT"    "NA$(B):IFM=0THEN420
430 CLOSE2:GOSUB620:RETURN
440 PRINT" PRESS ANY KEY TO CONTINUE..."
450 GETY$:IFY$=""THEN450
460 RETURN
```

If you don't want all this explanatory stuff, change lines 470 and 650 to RETURN, and leave out 480-610, and 660-800. It's only there to help if needed.

Just in case, the program keeps the old contents file, with an "x" in front of its name, eg, X64 CONTENTS. You can always put things back as before that way.

The CG disks work OK for me if I scratch some other files that clutter things up. See lines 720-730 for details.

This is a "starter" program - I can think of lots of features to add, but maybe you can do those things for yourself. If you do, please send me a copy.

```
470 PRINT"[CLS][DN]        GAZETTE ECONOMY MAKER (GEM)"
480 PRINT"[DN] THIS PROGRAM IS SET UP TO MAKE NEW"
490 PRINT" INDEXES FOR GAZETTE DISKS, SO YOU CAN"
500 PRINT" STORE TWO CG DISKS ON ONE."
510 PRINT:PRINT" IT DOES THIS BY READING THE 'CONTENTS'"
520 PRINT" FILES, DISCARDING DUPLICATES, THEN"
530 PRINT" WRITING A NEW COMBINED INDEX."
540 PRINT:PRINT" AFTER THAT, YOU CAN USE A COPY PROGRAM"
550 PRINT" TO TRANSFER UNIQUE FILES TO THE DISK."
560 PRINT:PRINT" THERE IS A LOT OF SCOPE FOR FEATURES OF"
570 PRINT" YOUR OWN DESIGN - SUCH AS A SELECTIVE"
580 PRINT" TRANSFER OF NAMES."
590 PRINT:PRINT" KEEP IT GROWING, PASS IT AROUND...."
600 PRINT:PRINT" PAUL BLAIR":PRINT
610 GOSUB440:RETURN
620 INPUT#15,E ,EN$,ET,ES:IFE=0THENRETURN
630 CLOSE15:PRINT"[CLS][DN] DISK ERROR"E ;EN$:END
640 :
650 PRINT"[CLS][DN]        GAZETTE ECONOMY MAKER (GEM)"
660 PRINT:PRINT" THE DISK NOW HAS A COMBINED INDEX"
670 PRINT" NAMED '"FI$"' WHICH CONTAINS"
680 PRINT NU+1"FILES. NOW IT IS UP TO YOU TO COPY"
690 PRINT" THE EXTRA FILES FROM THE SECOND DISK"
700 PRINT" ONTO THE FIRST DISK.
710 PRINT:PRINT" TO MAKE MORE SPACE, YOU COULD SCRATCH"
720 PRINT" 'CHRSET', 'COMPUTE!', 'COMPUTESCREEN'"
730 PRINT" 'COMPUTECOLOR' AND THE 'BOOKS' FILES"
740 PRINT" WITHOUT CAUSING PROBLEMS."
750 PRINT:PRINT" IF YOU CAN FIT 3 DISKS ONTO ONE, DO IT"
760 PRINT" ALL AGAIN, USING THE FIRST DISK AND"
770 PRINT" YOUR THIRD DISK THIS TIME. RENAME"
780 PRINT" THE 'X"FI$"' FILE TO SOMETHING"
790 PRINT" ELSE FIRST, HOWEVER."
800 PRINT:PRINT" NEW IDEAS/ADDITIONS WELCOME."
```

[Free to reprint with acknowledgement of source]

CURSORY NOTES

by Phil Guerney

I knew it. I feared it. My neighbour, good soul he is, came over to tell me that he was the amusements coordinator for the school fete this year. I immediately knew that I wouldn't be going to the fete as just an ordinary parent this time. But what did he have in mind? The lucky dip stall perhaps? No, I wasn't going to be let off nearly as easily as that. "How about you run a computer games room. Get some parents to loan their C-64's for the day, have the kids pay to play and compete for prizes for hourly and daily top scores. It could be the biggest attraction of the fete!" And the biggest headache to run I added. We'll probably be crazy enough to g o ahead with the idea, so if there is anybody out there who has tried this dangerous adventure, or who has just been to a fete where there has been such an attraction, please give me a ring (378 9756) with all the valuable lessons you learned - like how to ensure people get their computers back in one piece. I plan to use joystick-only controlled games and they must have a built-in time limit like Pitstop - any other game suggestions? I'll let you know how the day went in Cursor in two months, but you are very welcome at Fig Tree Pocket State School on the 13th June to see for yourselves if you bring some children and plenty of spending money with you!

My Xmas present last year was one of the new Netcomm 64/128 modems. There's no doubt that a modem has the potential to greatly add to home computing as a hobby as well as give a few more legitimate reasons for owning all that hardware. Unfortunately much of the potential is not yet able to be fulfilled. Although I have made excellent use of my modem (more below) I'd like to give one example of a disappointment - Viatel. I see no reason why almost any member need be sucked into joining Viatel in its present state of development. Yes you can buy/sell shares with Viatel and you can look up airline timetables, but so you also can do both for less cost with phone calls. The Viatel bulletin boards are filled with sub-juvenile gibberish. Microtex 666 requires a substantial extra yearly payment before you then have the privilege of paying a few more dollars to download those hardly interesting 'Aust. Personal Computer' program listings. Although I saw no reason to join M666, I wanted to see what was behind one of these "Closed User Groups" relevant to Commodore, so I committed $2 to the press of the return key and one month's access to the Commodore connection - for what? NOTHING! There was a quiz which had expired (the winner was announced on the Page); a 'For Sale' section contained 3 ads; a 'Game Help' section contained 1 question; 3 other sections were entirely empty. I'd been taken for a ride. I consider I have wasted almost all of the $40 I've spent trying to get a feel for what Viatel is and for what it could offer in the future.

One success with the Modem has been in transferring Commodore files to a new IBM clone at work (mostly text files, but did you know that C-64 BASIC is so similar to GW-BASIC on the IBM clones that few changes are required to get transferred scientific-type programs running). More regularly though I can now use the C64 at home as a terminal to the University of Queensland's mainframe. As a hint to others who want to use this or other dial-up computers, use the 'VIP-XL' Modem Program set to use the Commodore 1650 modem and switch the modem to 'LO' and 'ORIG' (the opposites to when using GP-Term) and tell the remote computer that you are using a VT52 terminal. The current version of Greg Perry's communications program 'GP-Term' that comes with the Netcomm 64/128 cannot do this terminal emulation, but Greg is working on it and it should be added to the program soon.

One last word on communications if there's room - I dialled up one of the Brisbane Boards that accepts 1200/75 baud ASCII communication; and what a speed improvement that makes to reading messages and downloading over plain 300 baud. I wonder if usage of 1200/75 (V23) can be incorporated into the CCUG board?

ALTERNATIVE LANGUAGES II

by Phil Guerney

In the September '85 issue of Cursor I compared the speed of some alternative programming languages for the C-64 (i.e. alternatives to the built-in Basic) then available in the group's library. I did this by measuring the run times for each language of a translated version of the benchmark programs called BM1 to BM7 that several magazines, including Australian Personal Computer, used to run.

Since then I've been able to try out other versions of some languages and one entirely new programming language with the short name of 'C'. The BM7 benchmark in standard Basic is shown below. As the only new language this time is C, my translation of the benchmark program into that language is the only one I'll list this time. Please refer to the original article for the translations into other languages.

As the table below shows, the previous langage speed record has been shattered by C, the newcomer language - at least when compiled with the "C Power 64" compiler. The benchmark ran twice as fast as for any other language which used true floating point arithmetic. When allowing the compiler to cheat a little by restricting the arithmetic to integers only, the resulting C Power 64 program ran about three times faster than any other language using integer arithmetic.

The 'integer arithmetic' runs were done where possible, even with languages that handled floating point calculations, because some languages like G-PASCAL and PILOT do not understand about decimal points and do all calculations with integers and discard remainders after division. As integer arithmetic is faster than floating point arithmetic it was only fair to compare like with like. It also showed how important it is to declare all possible variables and integers in PASCAL and C to get faster running programs.

I will leave it to the readers to conclude what they like from the results in the table, beyond the following few points that I would like to make:

* Bear in mind that this benchmark is not well suited to some languages (like PILOT) which are for specific uses. There may be an algorithm that runs faster in LOGO than its equivalent in PASCAL (though I doubt it) but there certainly are algorithms that are easier to write in LOGO and PASCAL. So as milliseconds are not vital most of the time, choose the language that is best suited to the job. The most valid comparisons are those between different implementations of the same language.
* The blinding speed necessary for games will never be achievable in anything other than machine language.
* C Power 64 certainly comes close enough to the speed of machine language for applications programming and offers many advantages over machine language. However C is also a relatively difficult language to learn.
* The other available C compiler, "SUPER-C", was strangely slow in the integer version. It is easier to use than C POWER 64 but has several non-standard features which make it difficult to follow text books and to enter published program listings without knowing all of these differences in detail.
* The best PASCAL tested was SUPER PASCAL. However the March 1987 Transactor magazine, which arrived just as I thought that I had finished this article, had an article called "A Comparison of Language Speeds" and mentioned KYAN PASCAL which ran

their benchmark in 62% of the SUPER PASCAL time. I've never seen this program advertised and would welcome any information on it. (All the relative speed orderings in the Transactor article were the same as I found, thank goodness, and Kyan Pascal was the only additional program of interest which they tested that I haven't tried.)

* The best FORTH was SUPERFORTH. From its vocabulary listing (produced by the VLIST word) it appears to contain floating point arithmetic words (eg FLOAT) but my 'evaluation copy' didn't come with instructions and I would be very grateful if someone had them. The "White Lightning FORTH" is aimed at game writing and has some amazing buit-in features to do with full screen software sprites and so on.

* The 'Optimised Basic 2.0' was my attempt to give BASIC a fair go by doing everything I knew to speed up the program like combining lines, leaving out the variable after NEXT and screen blanking. Also note that BASIC 7.0 (on the C-128) will run about 30% slower at 1 MHz (SLOW) and about 40% faster at 2 MHz (FAST) than BASIC 2.0 in C-64 mode.

* Note how the PETSPEED compiled version of standard Commodore BASIC ran FASTER than any of the other compiled languages producing flaoting point arithmetic code. So it would seem that good ol' BASIC can beat the lot of them. As long as PETSPEED can compile the final version (which does cut out some types of program) then learning any other language is not necessary for speed. It just makes programming more fun.

TABLE

Time in Seconds to complete the translated Bechmark Test

LANGUAGE	Floating Point arithmetic	Integer aritmetic
BASIC		
Commodore BASIC 2.0	50	na
Optimised BASIC 2.0	45	na
Simons Basic	56	na
COMPILED BASIC		
PETSPEED	12	na
LASER BASIC	25	13
PASCAL		
SUPER PASCAL	31	12
OXFORD PASCAL	31	17
G-PASCAL	na	28
C		
SUPER-C	28	21
C-POWER 64	15	4
FORTH		
SUPERFORTH	?	16
WHITE LIGHTNING	na	19
HES FORTH 64	na	20
Other Languages		
COMAL	44	na
LOGO	na	180
PILOT	na	720
6502 Machine Language	0.3	

BASIC listing of BM7

```
110 PRINT "START"
120 K=0
130 DIM M(5)
140 K=K+1
150 A = K/2*3+4-5
160 GOSUB 230
170 FOR L=1 TO 5
180 M(L)=A
190 NEXT L
200 IF K<1000 THEN 140
210 PRINT "END"
220 END
230 RETURN
```

'C' Listing of BM7

```
/* BM7 in C-Power 64 */

#include "stdio.h"

gosub()
{
}

main()
{
   float k, a, m[5];
   int l;
   puts("\nstart\n");
   k=0;
   while (k<1000)
   {
      k++;
      a = k / 2 * 3 + 4 - 5;
      gosub();
      for (l=1; l<5; l++)
         m[l]=a;
   }
   puts("end\n");
}
```

```
/* difference for SUPER-C */

#include "stdio.c"

void gosub ()

puts("\nstart\n", STDIO);

puts("end\n",STDIO);
```

---ooOoo---

A FEW C-64 ONE-LINERS

```
1 FORX=0TO9:READA:POKE828+X,A:NEXT:DATA120,206,33,208,206,33,208,76,61,3:SYS828

1 POKE646,RND(0)*16:PRINT TAB(SIN(X)*16+18)"[RVS on][5 space]":X=X+0.3:GOTO 10

1 PRINT CHR$(205.5 + RND(8)) CHR$(149 + RND(8)*11);: GOTO 8

1 FOR X=0 TO 1 STEP0: POKE 53280,2: POKE 53280,7: NEXT
  (RUN it for a while - then hold down the SpaceBar)
```

THE NEW CCUGQ BULLETIN BOARD SERVICE

by Greg Perry

As many of you may now be aware, the CCUGQ Bulletin Board has changed location. It now lives at Bulimba and has a

>>>>>> ***NEW PHONE NUMBER:*** (07) 395 6725 <<<<<<

For the last two years or so, Ray King has been the BBS SYSOP (SYStem OPerator). We extent our sincere thanks to Ray for the excellent service he has provided over this time, especially the many hours put in making the BBS a useful service to many CCUGQ and othere BBS users. Ray has decided to move to North Queensland and responsibility for the board has been passed on to Colin Canfield.

In conjunction with the move, we have updated the BBS software and are now running the KBBS program. We have also taken a quantum leap in modem technology and have upgraded the older Avtec 300 baud modem to a Netcomm 123 smart modem. The new modem provides automatic selection of a wide range of baud rates from V21 (300 baud), V22 (1200 baud full duplex) and V23 (1200/75 baud, same as used by Viatel). The modem will also handle both CCITT and Bell modes of operation for those with exotic modems!

Users can now log on to the system at their preferred baud rate, preferably at the highest baud rate available to them. Users with 1200/75 baud modems (The new Netcomm 64/128 or the older Sendata type viatel modems) will find that the faster baud rates will provide a dramatic increase in the usefulness of the Magazine, Download and Email sections.

The Initial Logon

When you log on to the BBS for the first time, be prepared to be patient. You will need to find out the sequence suitable for your particular modem/software. The smart modem is set to answer in the sequence of 300, 1200/75, 1200/1200. This may cause some minor problems depending on the modem you are using at your end. The modem will answer on the first ring and go through its auto answer auto baud rate sequence. Wait for up to 30 seconds and if nothing appears on your screen, press the RETURN key and see what happens. In most cases, connection will be obtained within 10-30 seconds.

Membership to the BBS is FREE to all CCUGQ members for a trial period. Because of this change, the previous membership list has been removed. When you first logon to the system you will have to re-Apply for membership. We hope to be able to process membership applications within 24hrs. Full access will be granted to the system once your CCUGQ membership has been validated.

Facilities for Users

Approved members will have access to the following:

. at least 12 electronic mail areas
. general
. private members mail
. C64 Talk
. C128 Talk
. Amiga Talk
. CP/M Talk
. C64 Tech
. C128 Tech
. Amiga Tech
. Games
. S & D & R & R (!)
. Trading Post

. Extensive magazine section with separate
. 64 Magazine
. 128 Magazine
. Amiga Magazine
. Communications Magazine
. Geos Magazine (Hints,tips etc)
. Catalogues of TPUG, CCUGQ and FISH disks.
. Other areas of special interest maybe including a special electronic CURSOR magazine available every month.

. Extensive range of Downloadable programs for

. 64 Programs
. 128 Programs
. Amiga Programs
. Geos Updates

Colin Canfield is the new SYSOP but we have also organized a small committe of people who have undertaken the tasks of creating and maintaining the various special areas of the BBS. For example Colin Canfield and Steve McNamee are in charge of the Amiga sections, Jim Vick and Jon Kalkman the 128 sections, Darryl Ebenezer and ? the 64 sections, and so on.

Other members with special interests have also volunteered to maintain other sections in their areas of special interest.

We hope to be able to create and maintain an electronic version of CURSOR, available ahead of the hardcopy date. This would containg the same articles, gossip and comments as the regular CURSOR but be available directly online at all times.

It would also be a nice feature if we could run a prompt HELP service. Leave a message describing your problem (computer related please!) in the Email section and someone will provide the answer to you within hours, days, months, years!

The future of the BBS, its contents and usefulness are in your hands. We hope that many members will be come regular users of the BBS and hopefully we can make our BBS the best Commodore BBSystems in Brisbane if not Australia.

EASYSCRIPT TO SUPERSCRIPT

by Denis Wright

[PLEASE NOTE: to save space, I have abbreviated Superscript to "SS", and Easyscript to "ES". An asterisk denotes a REVERSED asterisk as it would appear on screen.]

It all began with an enquiry to Paul Blair a few months ago about some little routine that would automatically convert my Easyscript word-processing shorthand to standard English. His response was a bit alarming for a person like me who doesn't rush into changes blindly. In a word, his answer was - Superscript.

This advice came at exactly the same time as I'd bought a Star NL-10 Micronics printer. I'd already discovered that ES could not easily take advantage of all the printer's features, so I knew then that the time had finally come when I would have to tackle SS.

I wasn't all that keen to make the change, for a number of reasons. The main one was sheer mastery over ES. There's not too much about ES that I don't know, as far as the way I use it is concerned, and it has a few little quirks that can be exploited, as most users will have found out. It's a short program to load - about 25 seconds with a little help, and no disk drive clatter. ES is a very good word-processing system; it's not going too far to call it elegant compared with some of the others I've had a go at. So it was with some trepidation that I loaded up SS, and started to come to grips with it.

Let me firstly make clear that I'm now familiar enough with SS to enjoy it, and I've used it for all my word-processing for quite a while. It has some wonderful features, and once you've overcome your initial resistance to changing from the familiar to the unknown, it spoils you so thoroughly that you suddenly find ES a bit cumbersome to use if you have to go back to it for some reason.

It might be some help to anyone contemplating changing to SS if I make some comments on my experiences during the transition. I should add at this point that I am no expert with SS, and I've yet to explore some sections of the manual, but the problems I encountered are bound to happen to almost anybody who has been using ES for a long time, and as a result has developed habits that make the transition a little more difficult.

The first thing that strikes you is the long loading time, but there's an awful lot of programming being done while that's going on. The other thing you'll find out quickly is that F4 doesn't enable you to enter "disk mode" as it does with ES. This is because all the "disk mode" functions are carried out in slightly different ways, and you will have to get used to the change. F2 automatically puts sequential files on the screen like a menu, from which you select with the cursor keys. This is great once you get used to it, but you do lose that rather useful ES facility, using the F2 key, of getting characters above the edit line by enclosing them in quotation marks.

To get the reversed asterisk on to the screen in ES you use F3. You can't do that with SS, and it takes a while to remember that you have to press CTRL-L to produce the same result. Pressing F3 in SS give you a previous menu or simply homes the cursor on that screen, which isn't all that useful. I can't understand why F3 (as well as CTRL-L for programming purposes) could not have remained the function of the F3 key.

SS accepts ES documents with no problems at all, unless you've used some of the graphics characters in ES. Even then, you shouldn't have much trouble. When you load an ES document, you'll notice that an error message will come up on the top left hand corner of the screen. This is nothing to worry about - it simply means that the name of the document won't appear directly below that error message in the place it normally would if a SS document was loaded. You'll have to assign it a name by pressing F1/D/N, writing the document name, and pressing RETURN. You don't have to name documents on the first text line as you normally would in ES (i.e., *nb"filename") but it makes it very important always to assign a document name as soon as you load the document in the way described above (F1/D/N). It makes it very simple then to refile an amended document under that filename, especially if you program a key to do it at one keystroke. (F1/D/R). Incidentally, you can use this same programmed key to file a new document, not just to replace an old one, as long as you have assigned it the appropriate filename.

How do you PRINT a disk directory using SS? There MUST be a way to do it, but I haven't yet discovered it! It's simple enough in ES - just F3/+$ - but I'd be interested to know how anyone else has got round this one.

You'll have to adjust to a different method of appending documents on screen from what you use in ES. The method in ES is to place the cursor at the point you want the appended document to go, and hit F1/L/filename. If you want to insert it at that point using ES, you would have INSERT mode on. It is possible in SS to append a document by loading it at the cursor, but with or without INSERT mode on, it will overwrite anything beyond the cursor. It also does one other unpleasant thing, even if you don't have text you want to keep after the cursor - it changes the filename to the one just loaded, which is not usually what you want to happen, especially if you don't notice the change and consequently refile the document under the wrong filename. That's why it is important when appending (or inserting) documents in SS always to use F1/D/I rather than F1/D/L.

The other thing you're not going to like, if you have long ES documents, is that instead of 764 lines of memory at 40 columns, you have only 500 lines in SS. That could mean a bit of breaking up of files you could normally squeeze into one document using ES. However, it's worth the trouble to have the power of SS, as you'll see later.

As far as Search & Replace is concerned, there are a few adjustments to be made. This function changes all occurrences of a character or string of characters regardless of whether or not they are in capitals or lower case. You may need to watch that one, because it doesn't work that way in ES. SS does not recognise spaces at the end of a character or string of characters in its Search & Replace routine. This is a bit annoying if you've been able to exploit ES's ability to do so for your own purposes, as I have. There are many times when this space-recognition is useful, although I suspect if I'd never had this option with ES, I wouldn't be missing it now.

SS defaults to the option of word-wrap, whereas ES does not. Word-wrap is very useful as far as immediate editing is concerned, but it does use up more linespace (about 10% more in an average document), and as most ES users have no doubt discovered, the best way to sight-edit any document is to temporarily set its margins at 2 and 39, with right justification on and double spacing (i.e., *lm2:rm39:sp1:ju1), and view the document in output mode (F1/D/V). Incidentally, if you use ES, and are proof-reading a long document in output mode, put the joystick in Port 2, input F1/D/C/V (continuous

scrolling) and press fire to move down the document. At least it gets your hands off the keyboard for a while! You can't do that with SS, and I haven't yet found a continuous viewing facility on SS in output mode.

On the other hand, SS has many editing compensations. For one thing, by pressing F3 while viewing the document in output mode, you'll find the cursor at the spot where you've been viewing, and after editing an error, you can return to the place you left off by pressing F6 instead on F5. That's very handy if you're getting towards the end of a rather long document.

In SS, there is no immediate capital mode (F5 in ES). You have to range the block first in order to capitalise it. But SS does have one advantage here; ES changes all the capitals to lower case and vice versa; SS makes all characters within the ranged block either one or the other.

In SS, you can't make use of ES's (accidental) advantage of printing several graphics characters. For example, in ES on my MPS 802 printer, I can underline a heading by using the Commodore key with SHIFTed T or Y, rather than the clumsy method recommended in the ES manual. Of course, there are good reasons why SS will not do this, and there are big compensations in other ways.

Like ES, SS allows you to file part of a document as a separate file on disk. However, with ES, you can replace an old file with the contents of that block. Not so with SS: it will only allow you to file part of a document as a NEW file on disk, and that's a minor irritation. There are ways of getting around it, of course, but they're time-consuming, and the aim of a good word-processing program must always be to save you time and effort while improving accuracy.

One other irritating thing about SS is that the cursor flash is so slow you can't always pick up where it is immediately, unlike ES, where you're never in doubt. It's only a little thing, but can be annoying. If anyone knows a routine that would speed up the cursor while in SS mode, I'd like to know how to do it, especially if it could be added to the defaults file.

You're also going to have to remember, until you get used to it, that SS doesn't erase the characters after the RETURN arrow (unless you use CTRL/T). This is a definite improvement, as I'm sure everyone who uses ES occasionally erases part of a line accidentally by pressing RETURN at the wrong time. As well, if you press RETURN towards the end of a line that has spaces after any typed characters, SS will eliminate those spaces by placing the RETURN arrow immediately after them. This saves disk space when you file the document, and reduces the possibility of some formatting errors.

In ES, the spell checker cannot be used in immediate mode, but with SS, it can - in fact it HAS to - be used on the document in memory. Document statistics can be accessed quickly, by pressing F4/[RETURN] and, after viewing them, hitting RESTORE. However, if you ignore the fact that in ES you have to file the document you want to spell-check, and don't take into account the time it takes to load Easyspell into ES, it does take just as long to edit a document for spelling errors using SS as Easyspell with ES. In fact, Easyspell has one advantage, (apart from the fact that the spelling checker is one of the culprits in using up the extra 264 valuable lines of memory) and this is, that it puts up the list of unrecognised words before you start editing for spelling or typing errors. The advantage is that you can peruse the list first, and if each word is OK, you can abort the program at that point. As far as I know, the SS spell-checker does not have this facility. The SS master dictionary is much larger than Easyspell's, and that can be useful.

So, ES does have certain advantages, but SS has some overwhelming ones over its predecessor. By far the greatest is the programmable keyboard. Now, if your eyes glaze over when the word "programming" is mentioned, because you don't know the first thing about how to program a computer, let me hasten to add that making the keyboard do exactly what you want in SS is very simple. Once you learn the ordinary SS commands (which are quite close to ES ones, and you're going to have to learn them in any case!) you can program nearly every key to do something different, and which will speed up your word-processing a great deal. Take the simplest example; if you use a long word throughout a document, with a couple of keystrokes you can program one key so that if you hit the RUN/STOP key before that one, it will automatically print the word to screen, saving not only time but the likelihood of spelling or typing error.

But there's much, much more to it than that. The real programming magic of SS is its ability to accept commands as well as text. It's possible to do scores of things without really thinking about them, once you've programmed a key to do so. Better still, by filing these instructions in the "defaults" file, they are automatically programmed into the computer's memory when your printer definition file is loaded. For example, if you have a standard letter format, you can program the computer so that with a keystroke you can load that format from disk, and have the cursor in position to start writing. With another keystroke, you can append a file containing your standard ending to the letter, file the document to disk, and automatically print it as well, if you like. If there's a repetitive series of commands that need to be carried out through a document, you can easily loop those commands so that they go on till you press RESTORE.

Those who are already using SS might be interested in the way some of the keys are programmed in my defaults file. If you are curious about why I have created a space after some shorthand using what seems to be a bit clumsy method (i.e., not using ^u), I find that there are very good reasons for using INSERT mode nearly all the time while word-processing, and creating a space in the way I have ensures that anything after the cursor will be not be overwritten by the programmed keys. Anyway, some of these might be useful to you.

```
*0=/sc                  SETS COMMAND KEY
*1=^n^m                 USEFUL TO GET CHARACTERS AFTER THE CURSOR TO
                        THE NEXT LINE
*2=/df                  FILE DOCUMENT
*3=/dl                  LOAD DOCUMENT
*4=/dn                  GOOD FOR ASSIGNING FILENAMES QUICKLY - VERY
                        NECESSARY!
*5=/ab                  RANGE BLOCK
*6=/am                  MOVE  BLOCK
*7=/ar                   ADD  BLOCK
*8=/eb                  ERASE BLOCK
*a=at the z/ec          NICE LITTLE STRING - EVEN PROVIDES SPACE AT END
*b=/fbs/fbe^h           SETS BOLDFACE - INSERT SHOULD BE ON
*c=/fcs/fce^h           SETS CONDENSED MODE - INSERT ON
*d=/dd                  LOADS DIRECTORY
*f=ssf                  FIND CHARACTERS USING SEARCH & REPLACE
*i=in the x/ec          SHORTHAND
*n=ation s/ec           SHORTHAND
*o=of the z/ec          SHORTHAND
*p=/pip                 QUICKLY CHANGES DEFAULTS [PRINTER] FILE
*q=/ab^u^m^u/am^&z      UNTANGLES LETTERS AND REFORMATS PARAGRAPH, THEN
                        GOES TO END OF DOCUMENT
```

*r=/dr	QUICK REFILE OF DOCUMENT - WILL ALSO WORK ON NEW FILE
*t=to the x/ec	SHORTHAND
*u=/fus/fue^h	AUTOMATIC UNDERLINER - INSERT MODE
*v=/duov:0^m	VALIDATE DISK
*w=with the x/ec	SHORTHAND
*x=/ea	ERASES ALL
*y=/er	ERASES TEXT BEYOND CURSOR
*z=^z/ge^u	USEFUL - REFORMATS PARAGRAPH AND GOES TO END
*@=the x/ec	SHORTHAND
**=that x/ec	SHORTHAND
*^=this x/ec	SHORTHAND
*+=and x/ec	SHORTHAND
*(=and the x/ec	SHORTHAND
*D=/duo$0:	GOOD TO LIST SELECTIVE DISK DIRECTORY
*I=/ff7/ff8^h	SETS ITALICS AUTOMATICALLY
*M=^lci12:li8^m	MEDIUM CHARACTERS
*P=/pwp	VERY GOOD ONE FOR HANDFED PAGES - STOPS AT PAGE END WHEN PRINTING
*W=/dsda	QUICK CHECK ON WORD LENGTH OF DOCUMENT
*X=/due	SCRATCH FILE
*-=/ge^u^	VERY USEFUL - GO TO END [WHERE YOU USUALLY ARE WORKING!]
*[=/fe^m	ENHANCE
*]=/fee	END ENHANCE
*!=/duo$:0^m	VERY HANDY! - LETS YOU KNOW HOW MANY BLOCKS FREE ON DISK

One other great feature of SS is its ability to move tables, columns of names and figures, or specified blocks in all four directions. You have to be a bit careful using it, though - it's easy to overwrite other material on the screen with it by accident because of the shortcomings of working with a 40 column window.

There is much more that could be said about switching from ES to SS, but I'll end by mentioning, more briefly than it deserves, the remarkable Calc feature written into the SS program. Bearing in mind that you can program the keys to carry out all the functions, you have at your fingertips - and within SS - a powerful calculator/spreadsheet that's instantly accessible. It's easy to use and understand, and I was able to program the computer to do some spectacular calculations and present them in decimal tabular form for printing within a few minutes of trying out this feature.

I'd be interested to read in Cursor the experiences of others coming to grips with SS, and how they've overcome the problems they encountered. SS has got to be the most powerful word-processing system on the market for the C-64; as someone else said when reviewing it, it solves problems you don't even know you've got. OK, that's true enough, but it does create a few too, for faithful ES users. All I can say is - have a go at SS - it's well worth the effort.

A DIRECTORY UTILITY FOR SUPERSCRIPT

by Denis Wright

A short postscript: I was speaking to Paul Blair on the phone and asked him if he knew how to print a disk directory using SS. He mentioned that in a phone call to Precision Software in England, he had asked them the same question. They replied that they had not allowed for this procedure in the program. Paul suggested that the best way round it is to create a sequential directory file from BASIC, and then when you load SS, you can call it up. The following is the procedure straight from BASIC:

1. Put the disk that you want a sequential directory for in the drive.

2. Load the directory (LOAD"$",8).
3. Type in
   OPEN 8,8,8,"DIRECTORY,S,W":CMD8:LIST
4. When it's finished, type
   PRINT#8:CLOSE8

There's your sequential directory, which you can manipulate however you like in ES and SS for printing. Incidentally, if you create one big file of all your disk directories fed in one after the other, you can then use your wp system's FIND routine to search for an elusive file or program.

For anyone who would like a program for creating a sequential directory, I've tested my meagre programming skills to the limit by creating this one. Save it before running it for the first time, and don't run it until you have the disk in the drive that you want to put a sequential directory on. It will make a sequential directory for that disk automatically. Here it is:

```
10 REM CREATE SEQUENTIAL DIRECTORY FILE
20 POKE53280,2:POKE53281,0:POKE646,5
100 PRINT"{CLR}{3 DOWN}LOAD"CHR$(34)"$"CHR$(34)",8"
110 OPEN8,8:PRINT"{4 DOWN}OPEN8,8,8,";:PRINT;CHR$(34)
"DIRECTORY,S,W";CHR$(34)
115 PRINT"{5 DOWN}CMD8:LIST{HOME}"
120 PRINT"{14 DOWN}PRINT#8:CLOSE8{HOME}"
130 POKE 198,7:FORJ=1TO7:POKE630+J,13:NEXT:END
```

You can turn any program file into a sequential file with this program by changing the $ in LINE 100 to the program name you want to make a sequential copy of, and altering the word DIRECTORY in LINE 100 to whatever name you want to call the new file. (Why would you want to do that? - mainly to include a program as part of a sequential document, like a letter or article.)

---oOo---

A TIP FOR PRINTSHOP & PRINTMASTER USERS

Have you also discovered, that after making a greeting card with these programs, you never have the right size envelope for them? Well, the answer lies in making your own from all the sheets of wasted printer paper. (Sorry, but Riteman owners don't have wasted sheets of paper!) After cutting out the shape and folding it, you only need a glue stick to seal the sides and bottom flap. Here are some dimensions:

Paper: 200mm x 255mm. Bottom Flap 80mm x 150mm - Body 115mm x 200mm (25mm each side for folding over) - Top Flap 60mm x 150mm.

You can make them in the time that 'Printshop' does its 'thinking'!

C-128 HINTS & TIPS

by Andrew Symons

The C-128 POKES

FUNCTION:	DISABLE:	ENABLE:
LIST	POKE 775,139	POKE 775,81
LOAD	POKE 816,0	POKE 816,108
SAVE	POKE 818,180	POKE 818,78
RUN/STOP	POKE 808,100	POKE 808,110
RESTORE	POKE 792,125	POKE 792,64
KEYBOARD	POKE 2592,0	POKE 2592,10
LINE NUMBERS (LIST)	POKE 24,37	POKE 24,27

NO KEYS REPEAT: POKE 2594,64 ALL KEYS REPEAT: POKE 2594,255
NORMAL KEYBOARD: POKE 2594,0 CLEAR KEYBOARD BUFFER: POKE 208,0
CHANGE CURSOR COLOUR (1 - 15): POKE 241,NUMBER
LIST DESIGNERS NAMES: SYS 32800,123,45,6
RESET COMPUTER: SYS 16384

The following handy tips I found in 'Compute!'s Gazette':

Saving Graphics Screens

First of all load in the program that creates the picture.
Now press RUNSTOP/RESTORE
Type: BSAVE "FILENAME",B0,P7167 TO P16383.
Or to make it 'DOODLE' compatible
Type: BSAVE "DDFILENAME",B0,P7168 TO P16383

Reloading Graphics Screens

Type: GRAPHIC 1 : GRAPHIC 0 <RET>
BLOAD "FILENAME" <RET>
GRAPHIC 1 <RET>

Listing a Machine Language Program

Type: BLOAD "FILENAME" <RET>
OPEN 4,4 : CMD 4 <RET>
MONITOR <RET>
D start address end address <RET>

---ooOoo---

If other C-128 owners have any handy hints, tips or short-cuts, Andrew would like to hear from them. Address your tips to:

Andrew Symons
10 Staaten Street - Chapel Hill - Qld - 4069

AMIGA COLUMN

by Ralph De Vries

What's New

We have just received issue 5 (Feb/Mar 87) of "Amigazine!", the magazine on a disk. As we also managed to get hold of the Nov '86 issue we have now got the complete set in our library. This magazine program is now available through retail outlets here at $25.00 per issue. However a 12 issue airmail subscription costs only $US 72.00 (!), so there's rather a substantial saving! For those members who don't have a great deal of need for a data base program or spread sheet, but yet would like to have a "fiddle" with this type of program, there's a database program on the Nov '86 disk (great for a mailing list or cataloguing), and a spread sheet (max 200 rows x 40 columns) on the Feb/Mar '87 disk. The majority of these programs are Public Domain programs, and quite a few have previously appeared on the "Fred Fish" disks. However the documentation as well as installation procedures are far better documented on these 'Amigazine' disks. The Nov '86 issue has also got a reasonably good disk cataloguing program, which is great if you can't remember anymore what is on which disk. Well worth investigating.

We have also got the first 11 "Amicus" Public Domain Disks. These are published by the US magazine "Amazing Computing", and differ from the normal (Fish) public domain disks in that they work from the WorkBench, rather than from the CLI. A warning however - some of the earlier disks will only work 100% if you run them from Kickstart/Workbench V1.1!

In the latest issue of the magazine "Amazing Computing" which we have just received there's a very good article called **"Sleuthing Public Domain Disks with CLI"**.

Most of our P.D. disks like the Fish Disks can only be accessed through the CLI, rather than through the Workbench - this has confused many new Amiga owners, and this article explains in detail how to get at all the information on these disks.

Amiga owners who are unable to attend our Amiga workshop can drop our Secretary a line to receive a free copy of this article.

In the same issue of the above mentioned magazine there was another interesting article called "Secrets of Screen Dumps". Did you know that when you print graphics, either from a Screen Dump program, or from a Commercial Graphics Program like DPaint, you can alter the appearance of the final print out with certain Preference settings? If you own an Epson printer or an Epson-clone printer try the following settings:

LEFT MARGIN = 1 RIGHT MARGIN = 74 LINES/PAGE = 71 LINES/INCH = 8

These settings should work with both Vertical and Horizontal print outs.

It is well worth experimenting with these Preference settings to improve the final appearance of your screen dumps.

We have also received the Mar/Apr '87 issue of our favourite Amiga Newsletter, the **"Amigan Apprentice and Journeyman"** (A.&J. for short). This is chock-full of goodies, as usual. Steve McNamee's article on the SideCar, which appeared in the Feb'87 issue of Cursor, is quoted quite extensively - there's fame for Steve at last!

Last month's review in Cursor on "PageSetter" was rather critical, but not half as critical as the review of the same program in "A.&J."! Also worth mentioning is an article on 'Printing Colour in Black & White', with some surprising results.

A.&J. also does a great job investigating all the 'bugs' and 'quirks' in Amiga Basic.Did you know that 'Comments' or REM statements in Amiga Basic can slow a program down substantially if you place these 'Comments' or REM statements in the wrong place? We might 'borrow' this interesting article in the near future.

There's also a useful comparison of half a dozen Database programs. Not all of them are available here yet, but 'Superbase' scores very highly.

Amiga Word Processors

I have just had the good fortune to see a beta test version of "Textcraft Plus", the latest update of this welknown WP. The improvements are substantial, but I find that they still haven't gone far enough. Some of the improvements include:

A) - Headers and Footers are displayed on the Screen. One can also change the distance between the main text body and the Header or Footer.

B) - A Force Page command (Insert Page Break) now included. This is better than having to put a return character on every unused line.

C) - Disk Access greatly improved compared with the earlier version. One can now specify the Destination Disk or Drive - much better.

D) - Mail Merge function now available.

E) - It is now possible to append a file to the document in memory. Both Textcraft and ASCII file types supported.

F) - An 'Erase' function now included, which makes the removal of substantial portions of text much faster.

G) - The Textcraft screen is now a 'Window' which can be moved or re-sized, so that one has now access to the Workbench.

These are some of the main improvements, and they certainly make Textcraft Plus a better program, but I am still looking for more. There is still no Spelling Checker, nor is it possible to send Printer Control characters through Textcraft. This would have made it possible to send mixed font sizes etc. to the printer. My main complaint of this beta version is that it is SLOW! Hopefully this will be cured in the final release version. Thus Textcraft Plus is a decided improvement on the original, but still far removed from the ultimate Amiga word processor.

But where are all those new Super-Duper word processors which we have been reading about? "ProWrite" has been reviewed in the latest "Amigazine", and not very favourably at that. It is a word processor with desktop publishing features, which means that it is a WP which will allow you to incorporate graphics. Very nice of course, but - and it is a very big but - it only works in Hi-Res mode (640 x 400), which means that the screen flicker drives you crazy after five minutes, unless you have a high-persistence monitor, and those are not easy to obtain and rather pricey!

Well, the next one in the WP stakes is "VizaWrite", which according to the adverts is another WP with Graphics facilities. It appears to be fairly powerful, but we'll have to wait for its Australian release (expected within a few months).

The other contender is "Word Perfect". The Amiga version of this IBM program has everything that a WP should have (115 000 word spelling checker (!), thesaurus, the American constitution etc. etc.), but will have a US retail price of $400.00, which means an Australian retail price of $800.00 plus! For that price I can buy a C-128 with PaperClip II!

Other WP programs coming *In The Near Future* (whatever that means) include LPD Writer (from the 'Pocket Writer' Publishers) and PaperClip Elite (Batteries Included). Let us hope that they will show up soon - we need them!

Programming the Amiga

At this stage is is difficult to gauge what percentage of our Amiga members are interested in writing their own programs. If our membership database is any guide at all, some 33% of our members do have some interest at least in writing their own

programs. That is not a bad average. The languages most often mentioned are 'C", Pascal, Fortran, Cobol and Modula 2. My guess is that most of this group of members have previous experience in computing, thus these languages are a 'natural' to them.

As a lot of the Amiga's operating routines are written in C, one would expect to see a substantially larger portion of our members to be interested in this language, but, to judge by the information in our database, this does not seem to be so.

Which brings us to 'good ol' Basic', or to be more specific, Amiga Basic from Microsoft, which is supplied to every new Amiga owner on the Extras disk. With it is supplied the Amiga Basic book, which however is NOT a book to teach you programming in Basic, but purely a reference manual.

It is my belief that new Amiga owners who have no previous experience in programming are more likely to start with Amiga Basic, as supplied with the machine, rather than rush out to their nearest computer dealers to spend several hundred dollars on one of the alternative languages - after all they might find that computer programming is not their cup of tea; in that case they haven't lost any money, only a bit of time.

I also believe that Basic is the easiest language to come to grips with from a beginners point of view, but I am sure that several of my fellow Amiga owners would hotly contest that statement, and I'm prepared to stand corrected.

Amiga owners who formerly owned 8-bit computers, be they Commodore, Apple, Tandy, Atari etc., and who did program these computers in Basic, will find that Amiga Basic is substantially 'different' from their previous dialects of Basic, thus involving a fair amount of re-learning. At this stage very few members have come forward who can claim that they have a good working knowledge of this new Amiga Basic. Perhaps they are hiding their lights under a bushell, but if so it is time that they come out of hiding and share their knowledge with other members.

We know that several of our members have a good working knowledge of C. We also know that several of our members would like to know more about this language. Again we ask for "C" programmers to stand up and be counted. So, do talk to your committee and offer your services. We need you!

The same goes for all the programmers in those other languages previously mentioned. We need your expertise as well!

Our experience over the last five years or so has proved that group meetings are not a good venue to learn programming. If a sufficient number of members are interested in learning to program, (and if we get volunteers to do the teaching!) then a separate meeting will have to be organised for these sessions. This of course does not preclude us from giving talks on certain specific aspects of programming or programming languages during normal meetings.

Currently the Amiga committee members are investigating how we can implement these aspects for future meetings. In the meantime we would be very grateful for any input at all from members on these particular topics.

Where to Start

As mentioned above, if you want to start learning to program the Amiga, AmigaBasic is the natural choice, because it comes with the computer. The AmigaBasic book which comes with your machine is primarily a reference guide, and as such will not teach you how to program. As yet there aren't many books on learning AmigaBasic available. Compute! Books has published three of them. I can recommend "Kids and the Amiga" for starters (it certainly is not for kids only!), and "Advanced Amiga Basic" as a follow-up. Magazines such as "Compute!", "Amiga World", "Amazing Computing" and "Commodore Magazine", also carry some articles on Basic programming, and as such have their uses, but don't expect complete programming courses in these publications.

The important thing is to 'have a go'!

GAMES CORNER

by Jamie Ogden

MINI REVIEW

FUTURE KNIGHT (GREMLIN GRAPHICS)

You, Sir Randolph, have to rescue the fair maid Amelia, held in the evil clutches of Spegbott the Terrible. You are sent in response to an inter-dimensional distress signal from the S.S. Rustbucket. The graphics are average, the sound is superb, but the overall game is too repetitive. Shoot'em up, exit - Shoot'em up, exit; it's as if you're stuck in a revolving door and you get a stick of candy for every revolution. Not much to say, except that the cover is more exciting than the game. If you are into this type of game, go for it.

IDEA	GRAPHICS	SOUND	VALUE	HOOKABILITY	OVERALL
62	69	92	68	70	69

All games appearing in my column courtesy of Chandlers, Maryborough.

CHEATS CORNER

Hi there once again. I know that you can't wait for some more juicy POKE's and local gossip, so let's cut the chatter and get down to business. Oh, yeah! Just one small matter - you know how I said you could ask for any cheats you like? Well, either you are all brilliant video junkies or you were too busy to reply. But don't worry, there's always next month!

BOMBJACK

I suppose you all know this one, but I'll put it in, just to make sure. Reset the computer, POKE 5112,0 followed by SYS 3101 to re-start the game and make mince meat out of those turkies.

BMX RACERS

Load her up and Reset the computer. POKE 11617,138 - POKE 11618,2 - SYS 11770. (Hint: Hit Return between Pokes). Now you can pass through the obstacles.

HUNCHBACK

This one is old but still amusing. POKE 31352,(No. of Lives), then SYS 16384 to restart. Now you can get the wrong end of the spear 254 times and still get through!

THE YOUNG ONES

Reset the computer. Very tricky isn't it? I think that some of you programmers out there could learn a trick or two from this.

ARC OF YESOD

Yet another 'number of lives' Poke. Type POKE 34042, (0 - 255). This should make your task a little easier.

Anyway, it's time to go, so I suppose I'll see ya' round next month.
Don't forget now! Send your 'cheat requests' to:

Jamie Ogden, 493 Alice Street, Maryborough, Q., 4650

MAIL BOX

Extracts of a letter from one of our T'ville members, received by Norm Chambers:

One of our crew has an old C.ITOH 1530 with Xetec Super Graphics Interface. If anyone could help him set this combination up with a C-64 and all the usual software like "Printmaster" etc it would be appreciated.

..... you mentioned a slimline disk drive which is compatible with the 1541. Could you ask around and find out just how compatible? A few of us are interested, but don't want to be caught with a "lemon" - no offence to "Skai" owners!

.....I would like nothing more than to contribute to the magazine, and so would many others. However in my case I am limited in ability and knowledge. I look to "Cursor" and other publications to gain information and answers to the many problems that "newcomers" have to the hobby of computing. When I rise to the ability of the "Paul Blair's" of this world then I will be able to contribute. At this stage I look at your publication to gain information

..... Please don't be angry with people like me! It frustrates me , not being good enough to contribute yet .....

Jim McCarthy - 26 Hivers St. - Vincent - 4814

Dear Jim,

We have incorporated sections of your letter to Norm in this column, in the hope that somebody may be able to help you with the C.ltoh 1530 interfacing problem. Personally I don't know this printer, but perhaps some of our other members may be able to help.

We hope to have a review of the so-called slimline drive in the near future. At this stage I would like to make some comments regarding a neglected aspect of so-called Commodore compatible equipment. You mention above the "Skai" drive. I used to own one of these and was very satisfied with this drive. However quite a few of our members have had problems with the servicing of this drive, and these problems are aggravated if you live further away from the supplier/distributor. I would also ask myself if the importer/distributor will still be in business in twelve months' time. If I cannot answer these questions in the affirmative I would have considerable qualms about purchasing this type of equipment.

As you can see you have contributed to our newsletter! We don't only want expert articles for "Cursor". In our group we have a total spectrum of Commodore computer owners, from raw beginners to hardware buffs, machine language programmers etc. etc. For this reason we like to receive letters with questions, suggestions etc. to this 'Mail Box' column - after all these are also contributions from which our fellow members can benefit.

--o--

I would like to thank you for including the article on the MPS1200 printer in our magazine. I own a 128D and would like to take this opportunity to thank Steinar Johansen of the CP/M sub-group for helping me around a problem I had with some new disks I had purchased fron the Church of the Latter Day Saints - a genealogy program in CP/M format. His assistance enabled me to commence storing names in the computer and as I was having printer problems with my 803 for this program I had enquired with Commodore in Sydney about a possible alternative.

Your very informative article on the 120D answered my question; yes, there was a compatible printer which would run in Epson mode.

Now that I have both the program and printer operational, would you mind printing a note to the effect that anyone with a 128 who is interested in GENEALOGY can contact me at 79 Meadowlands Road, Carindale, 4152, or phone me on (07) 395 0618 a.h.

Also could you please advise me on the continuous feed of paper with the MPS1200, as sometimes it goes a little skew-whiff, and sometimes the ribbon jumps out as well.

Ross Horn

Dear Ross,

Glad to have been able to be of some assistance. As you can see we have included your kind offer to 128 owners on the Genealogy program.

I am somewhat at a loss regarding problems with continuous paperfeed and the ribbon problems which you experience with the MPS 1200. My Citizen 120D (paperfeed and ribbon cartridges are identical on this model) has given no problems at all, nor has Greg Perry's MPS 1200. Make sure that the paper is not too tight in the actual tractor feed. If there are stress marks on the perforation holes you may have to reduce the distance slightly between the two tractor pins, and don't forget to lock the locking levers. Also make sure that your continuous paper supply is in line with the tractor feed. If it is too far out of alignment it will cause too much stress on the paper and this can cause it to jump out of the tractor pins. With the ribbon cartridge you have to make absolutely sure that it clicks into place (easier to write than to describe exactly how!), and after inserting the cartridge you turn the rotating knob to see that it engages the gears. If it turns too freely you have not engaged the gear and have to try again. If your problems persist we would suggest that you attend our Milton workshop to see if we can solve the problem.

--o--

I too have nothing but praise for the C.C.U.G.Q. - keep up the good work! The format of your newsletter needs little alteration as far as I'm concerned. Some other groups mat go for the glossy approach, but cost per issue is too much. I'd rather get more information than a few fancy pages any day!

The amount of Amiga articles worries me a little though - I hope this doesn't become the norm. I'd hate to see the 64's and 128's grow old before their time.

On my BBS there are three types of file transfer (ASCII, XMODEM & NEW PUNTER), but I don't know much about them, especially New Punter which remains a mystery to me. Any information or offers of help will be most appreciated. Also my joystick has just bitten the dust - which one do I buy? I can be contacted on Viatel No. 714663590 or by phone on 071 - 435 184.

Murray Smith - Maroochydore.

Dear Murray,

Many thanks for your kind words re the Group as a whole and the newsletter in particular. No, we don't intend to change the physical format of our newsletter, because we are able to squeeze a lot of information in a tiny amount of space. As our newsletter is our single largest item of expenditure, and Lester Bennett would utter howls of protest if I'd suggest going back to A-4 size!

Your comments on the Amiga articles are interesting, but as an Amiga owner you don't expect me to agree with you, do you? When we decided last year to start an Amiga Sub-Group we felt that this had to be done for the sake of continuity.

Our Group was started in 1981 by a bunch of Commodore PET owners, who in turn were joined by the VIC-20 brigade. If you scan our current membership list you will still

find a few Pet and Vic-20 owners, but you have to look very hard to find them. The C-64 owners (and to a lesser extent the C-128 owners as well) have swallowed up most of the Pets and Vic-20's. Now it's pounds to peanuts that the Amiga, or perhaps a new computer still on the drawing boards, will in due course swallow up the remaining 8-bit computers. Eventually then the C-64's and C-128's will come to the end of their useful life (no, I won't forecast when - far too risky!). If we had decided not to support the Amiga it would also follow that with the eventual disappearance of these computers our group would disappear as well.

In this month's 'Editor's Notes' I have elaborated further on this topic.

I've gone back to the April '85 issue of Cursor re your query on Punter Protocol and quote the wise words of our President Greg Perry: "The most commonly used protocol for transfer of Commodore files was developed by Steve Punter in the U.S. in the late 70's. This is now fairly extensively used for Commodore - Commodore communications (but not for Amigas and other computers!). Because of problems with error checking Steve Punter updated his protocol to 'New Punter' and is now quite reliable. The most universally accepted protocol however is X-Modem, which can be used for communication between Commodore and Non-Commodore computers."

I am sure that a lot more could be said and written about the different protocols used by modem owners and Bulletin Boards. Hopefully Greg will write on this topic again in a future edition of 'Cursor'.

The best joysticks are (usually) the most expensive ones, although there have been exceptions! Look for one which has a steel shaft (usually painted or coated in plastic) and uses leaf springs for the contacts. We have had two joysticks at home (a Wico and a Competition Pro) for more than three years and they're still going strong. Than of course there's the question of the shape of the joystick and positioning of fire buttons and handgrips etc. In the last resort it's a question of personal taste, and you cannot argue about taste!

--o--

Our "Bathurst Connection", Fred Hawley sent us a letter he received recently from the "Great Man Himself", the redoubtable Jim Butterfield of Toronto in Canada.

We quote here from the great man's words:

"Glad to hear that computers are helping to keep your life cheerful. They are very patient, which is a nice virtue. On the other hand, they are quite literal-minded ... they do what you ***say****, not what you* ***mean****. And I often tell user groups that computers are very bad spellers...*

It's good to hear that you are finding my programs useful. I write quite a variety of things, and don't view utility programs as a particular specialty. But I often find I need one, and when I can't find what I want, I write it. (Once written, the program is of course available to anyone else who might find the need).

I do hear from users down your way from time to time. My most frequent correspondent from "down under" is Paul Blair, who's from the Canberra area. (Nick Sullivan, a local editor, is also from that-a-way, and was trying to explain to me that he's really from a different country ... Paul is a ***Marmite*** *person, whereas Nick is from* ***Vegemite*** *country. Or maybe it's the other way around).*

I'm doing this on my AMIGA, with a program called PAGESetter. Since it allows you to "pretty up" your output, I suppose I should do so, just to show off. But don't worry ... I haven't abandoned the traditional Commodore workhorses.

My regards to all.

- Jim Butterfield

Well, well (!) ... even the great J.B. is starting to see the light!

BEGINNERS CORNER

by Jim Vick

For the benefit of new club members who may be a little confused by the technical jargon that seems to prevail at our club meetings I have composed a short list of the more common terms and their meanings. This should prove invaluable in understanding the talk at the meetings and should also allow them to join in without making fools of themselves!

Byte	What the vyper does
Debug	De ting killed wid de mortein
Array	Unit measurement of sunshine
Binary tree	For binary dogs
Emulate	A flightless non-punctual Australian bird
VDU	Socially diseased sheep
Remote VDU	West Australian socially diseased sheep
RAM	The U's friend
Data source	Flavouring for microchips
Supasort	Racquel Welch
External sort	Mistress
Exchange sort	The end of an affair
Operating system	What you get after eating 1kg of prunes
Kilobaud	1000 dirty stories
Memory	...er...um....
Program	In favour of metric weights
Macro	Scottish oarsman
SYS	Female sibling
Boot	What dad gives when you play up
Sprite	Garden fairy
Gosub	Join the Navy
Load	Too much to drink
Monitor	Type of large lizard
Poke	What you get when you fall asleep at a meeting
Hex	Gypsies curse
Peek	A quick look
Syntax	Fringe benefit charges

---ooOoo---

BASIC COURSES AT THE ITHACA TAFE

Greg Perry and Jim Vick will start a new series of Basic Programming Courses at the Ithaca T.A.F.E. round about mid June (to take your mind of Taxation returns etc.)

As usual there will be a **BASIC 1 Course**, which will run on Mondays and Wednesdays from 6 - 9pm, and a **BASIC 2 Course** (advanced Basic), which will run on Thursdays from 6 - 9pm. Course duration is 17 nights.

For further details ring Greg Perry on 38 3295 (between 10 am & 4 pm)

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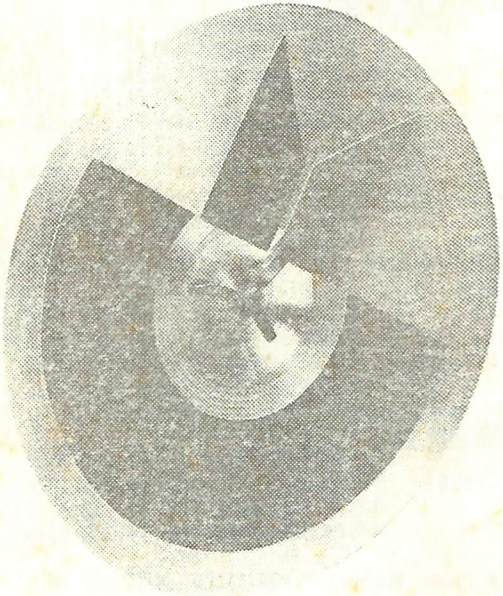

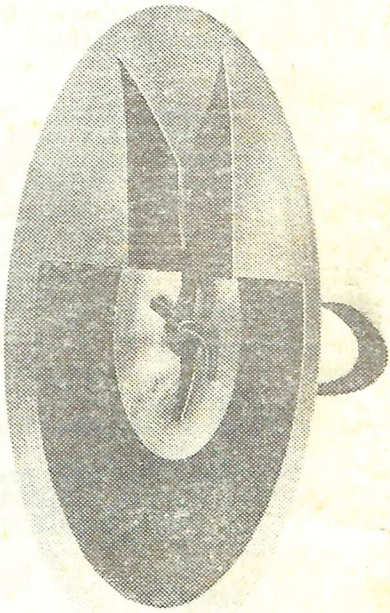

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